



Starships D20 / Principality of Zeon MS-

The Zeons were the first to introduce the concept of mobile suits. Though the Earth Federation quickly followed, their suits were no match for the suits produced by the Zeons and the Zeon pilots. Eventually, the Zeons couldn't keep up the flow of supplies to their armies, and they fell. Zeon mobile suits are very diverse, and are designed for different reasons, like space superiority, or land combat superiority. Some are even designed to be amphibious!

Zaku I

This will be remembered as the first combat-ready mobile suit in the history of warfare. Though retired from frontline service with the advent of the newer and more versatile Zaku II, the original remains in service with rear, and support units.

Craft: Principality of Zeon MS-05 Zaku I Mobile Suit

Class: Starfighter

Size: Tiny (12.58 m long)

Hyperdrive: None

Passangers: None

Cargo Capacity: 70 kg

Consumables: 4 days

Cost: 70,000 (used)

Atmospheric Speed: 340 squares/action walking

Atmospheric Speed: 1,092 squares/action jumping

Crew: 1 (Normal +2)

Initiative: +4 (+2 size, +2 crew)

Maneuver: +4 (+2 size, +2 crew)

Defense: 22 (+2 size, +10 armor)

Shield Points: 120 (DR 5)

Hull Points: 60 (DR 5)

Weapons:

Mobile Suits can carry a variety of weapons, but can only use one at a time, so they must switch between the two optional weapons they carry. This switch takes about ten seconds.

Machine Gun

Fire Arc: Front

Attack Bonus: +4 (+2 size, +2 fire control)

Damage: 1d10x2 per 5 round burst

Range Modifiers: PB/S +0, M/L n/a

Bazooka

Fire Arc: Front

Attack Bonus: +5 (+2 size, +3 fire control)

Damage: 5d10x2

Missil Quality: Good (+15)

Always Carried

Heat Hawk

Fire Arc: Front

Attack Bonus: +6 (+2 size, +4 fire control)

Damage: 10d10x2

Range: 1 square

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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